



THE JOKER XWORD GAME

FOR THE COMMODORE AMIGA

Congratulations for choosing the JOKER XWORD game. This is a new word game for the whole family that will provide many hours of fun.

WHAT YOU NEED TO PLAY

To Play JOKER XWORD you need a Commodore Amiga 500, 1000, or 2000 computer. You need to leave the JOKER XWORD game disk in the drive while the game is played as the game status is updated on disk as you play. If you have a second disk drive connected and 512K of RAM, you must dis-connect your second drive!

HOW TO LOAD THE GAME

You need to have Kickstart version 1.2 booted. When Workbench is requested insert your JOKER XWORD disk. The game will then load automatically.

GETTING READY TO PLAY

The JOKER SOFTWARE logo will appear while the game is loading. When the loading is complete you will see the title screen. Touch RETURN to see the MAIN MENU.

The MAIN MENU will then be displayed. We are almost ready to play but we need at least 2 players before the game can commence. Select (4) NEW PLAYER and enter the names of the players. Players are entered one at a time. The game will reject any duplicate names and names longer than 8 characters. In the case of the former, use a nickname or suitable variation as the new name. In the case of the latter, use a suitable abbreviation.

Before you select (1) PLAY for the first time it is recommended that you read these instructions and/or select (3) RULES and read the pages of information included in the JOKER XWORD program.

THE MAIN MENU

When you first load up the JOKER XWORD game, the MAIN MENU will look like this:

MAIN MENU

- | | |
|----------------|-------------------|
| (0) EXIT | (5) PLAYER LEAVES |
| (1) PLAY | (6) GAME FORMAT |
| (2) SCORES | (7) TIME |
| (3) RULES | |
| (4) NEW PLAYER | |

CANCEL

Options (8) and (9) are not available yet. That is because these are the gambling options which are password protected. This allows children to play the game without being offered the gambling options. You are able to change the password so that this becomes a truly secure lock. Instructions on how to change the password are included under BETTING AND ACCOUNTING SYSTEM below.

You enter the password in the NEW PLAYER gadget. When you first run this game the password is XWORD. Select (3) NEW PLAYER and enter the password (XWORD) to open the gambling section. If you enter anything other than the password at this point you will add a new player to the game.

If the password has been entered correctly the main menu will now look like this:

MAIN MENU

- | | |
|----------------|-------------------|
| (0) EXIT | (5) PLAYER LEAVES |
| (1) PLAY | (6) GAME FORMAT |
| (2) SCORES | (7) TIME |
| (3) RULES | (8) SET BETS |
| (4) NEW PLAYER | (9) ACCOUNTS |

CANCEL

You are able to play JOKER XWORD using the keyboard and/or a mouse. To select options within the menu structure you can move the mouse pointer to the desired selection and click the mouse key or you can type in the first number or letter of your selection.

Let's have a look at the Menu Options

(0) Exit

When you select this you are given the options:

- (1) EXIT JOKER XWORD
 - (2) PLAY A NEW GAME
 - (3) RESET ACCOUNTS
- CANCEL

These do what they say. If you select (1), the program will end. If you select (2) you erase all players names along with their scores and accounts. If you select (3) the current accounts will be reset to \$0.00. If you have selected (2) or (3) you can recover the data using the "LOAD" statement in (4) NEW PLAYER immediately afterwards. Note that "LOAD" will only work if there are no current players.

If you don't want any of these options, select CANCEL to return to the MAIN MENU.

(1) Play

Use this option to commence the game. After selecting (1), you are told how many players are entered, how large your current games board is, and the amount of the bet if the bank is open. If these settings are OK select CONTINUE to start the game, otherwise select EXIT to return to the MAIN MENU where you can make changes.

If you have selected the MAIN MENU during a game, this option returns you to play without interrupting the game.

(2) Scores

This shows the most recent scores of all the players. The scores are always displayed from the highest score down.

If you have selected the MAIN MENU during a game, this option will show the current scores.

(3) Rules

When you select this option you will be shown the in-program instructions and rules. Page 4 has a listing of the letter scores used in JOKER XWORD.

(4) New Player

Use this option to enter the names of the players. As mentioned above, the game will not accept names longer than 8 characters or duplicate names. If a duplicate name is found, simply edit the name to a suitable variation. A RETURN enters a name.

This is also where you enter the password to open the gambling system. When you first use the JOKER XWORD game, the password will be XWORD. Enter this to open options (8) and (9) on the MAIN MENU.

Finally, this option is able to recover the results up to the last completed game, including the names of the players, scores, accounts, game format and bet by entering the word LOAD. This will only work if there are no current players entered. This is very useful if you wish to continue playing with the same players at a later date. All the player data is stored to disk at the end of each game.

(5) Player Leaves

If a player wishes to leave between games, use this option and enter his or her name. If you misspell the name you will be told that it cannot be found. Simply edit the name until it is correct.

If the bank is on (options (8) and (9) are showing on the MAIN MENU) and the leaving player has a non-zero balance this facility suggests the way in which the account should be balanced and adjusts the accounts accordingly.

That player will then be removed from the game.

(6) Game Format

To customize your game you have several settings you can make in game format.

(1) Amount of tiles (5-9). This sets the amount of letters available to each player each turn. Letters are selected randomly by the XWORD program according to their general distribution in the English dictionary.

(2) Keep old tiles or fresh each go (K/F). Here you can tell the program if you wish to keep the un-used tiles for your next turn or if you wish to have a whole new set of tiles each turn.

(3) Amount of turns per player. Here you set the amount of turns per player before the game begins. This will control the length of the game according to how many turns per player you have selected. When all of the players have had this many turns the games end is signalled and the winner is decided based on the highest points scored. The game will also be completed if all players consecutively fail to add any new words to the crossword.

(4) Enter the size of the games board. This is where you select the games board you wish to use to play your game. To generate a board with randomly seeded multiple word and letter scores simply enter the size required as X,Y. The minimum size is 15 x 15, and the maximum size is 50 x 50. You can create a rectangular board by entering differing X and Y values, eg. 33,22. If you wish to use one of the 11 pre-set game boards simply type in the word "BOARD" followed by its number, eg. BOARD3.

These settings are recorded on the disk and become the new default settings for the game.

(7) Time

If you have set the clock on your computer this will show the correct time.

(8) Set Bets

Use this option to set a betting amount from \$0.01 to \$9999.99. At the completion of each game the loser(s) will have this amount debited from their account and the winner will have this amount multiplied by the number of losers credited to his/her account.

(9) Accounts

Here you can view the current account balances of all the players. These are updated automatically at the end of each game according to what the betting amount is and who won the game.

Cancel

This acts in the same way as (1) PLAY

During a game you can use the MAIN MENU if you select MENU while the new words are displayed by clicking on MENU or typing M.

If you have selected the MAIN MENU during the game, option numbers (0), (5), (6) and (8) will not be available, as these options may only be selected at the end (or beginning) of a game.

SO LET'S PLAY

The Mouse

Take the mouse and move it around on your table and spot your pointer on the screen. When you wish to select an object with your mouse make sure the top-left point is lined up with your selection and then click the left mouse key. The right mouse key is not used at all. When we say "CLICK", we mean that you should line up your mouse with a desired choice and click the left hand mouse key.

Menu items can be selected by mouse or keyboard but when you select NEW PLAYER, PLAYER LEAVES, GAME FORMAT, or SET BETS, you must then use the keyboard to enter the required data.

Select (4) NEW PLAYER and enter the first players name. Repeat this until all players are entered. If you wish to view the players that you have entered select (2) SCORES.

Now select (6) GAME FORMAT. We suggest you answer 9, F, 99 and BOARD 1 respectively for your first game.

Now we select (1) PLAY to start. If you are happy with the information shown, click CONTINUE, otherwise click EXIT to return to the MAIN MENU to make changes.

The next player is announced and the game waits for a mouse click or space to continue.

The screen then shows the centre 150 squares of your selected board and your first random selection of letters down the right hand side of the screen. To place the letter on the board you click the mouse at the desired place. You then pick up the next letter to use by clicking on it, and putting it down by clicking again, etc.

Your first word must cover the centre square and all following words must connect with the previous word(s). All words must read either from left to right or from the top to the bottom.

You can make as many connecting words as you like using your current selection of letters.

When you have placed your letters on the board click the DONE box at the top right of your screen. You will then see all of your new words listed and scored while the computer tells you the new words. To the right of the scores you'll find the multiple score indicator. No doubt you have noticed the coloured squares on the board with X2 and X3 on them. The blue ones are multiple letter scores and the red ones are multiple word scores. If your word covers any of these, then the blue ones will multiply the value of the letters that cover them, and the red ones will multiply the value of the whole word that covers them. So when there is a number greater than 0 following any of your scores on the word score window, that indicates that you have scored that multiple value.

Below the score box there appear 3 little boxes: USE, CHANGE and MENU.

Before you go ahead and select USE to add the score total shown to your score, you must ask all the other players if they agree all the words that you have made are legal. You can decide before commencing a game as to what words may be included, but we suggest that you start with using your best dictionary as the reference. If a player challenges one of your words and a reliable reference proves the challenge unfounded, the challenger loses his/her next turn. But if the challenger is correct the word in question must be withdrawn.

If a word is found to be incorrect then click CHANGE and you can go back and make changes. Click DONE again when your changes are finished. All players must again consider the new word(s) before selecting USE.

A player who loses a turn simply clicks DONE without placing any letters on the board and then clicks USE to add 0 to his/her score.

Click on the MENU box if you wish to go to the MAIN MENU to check the current scores, the accounts or the time. Other Menu options are not available until the completion of the game. Select PLAY to return to the game.

If all players agree that you have a set of legal words then you may click on the USE box. This will add the value of your new words to your total score and then announce the next player. Your new words will then be locked to the board.

The next player will then have a new set of randomly selected letters to choose from and using these, play for the highest points he/she can get, by making one or more words.

You cannot place a letter on top of any other letter. If your board contains grey squares you cannot place a letter on these as they are blocks.

The above procedure is repeated until:

Ending a Game

- (1) Each player has had the amount of turns set in GAME FORMAT, or,
- (2) All players consecutively fail to add any new words to the crossword.

When the game ends the program shows the final scores. Click the mouse key to find out who has won the game. Click the mouse again to return to the MAIN MENU where you can change the GAME FORMAT, CURRENT PLAYERS, or BETS, and then play another game.

Special Keys.

When you receive your new letters you can:

Touch the S key to SORT your letters in alphabetical order. This is very useful and can show you letters of which you have more than one very quickly. You can touch S any time to tidy up your letters.

Touch the space bar to start and stop color cycling your letters.

The arrow keys move your screen over the board by the amount of squares set. Set the amount of squares to move by touching keys 1-9. Similar movement can be achieved by clicking on the very edge of the screen in the direction in which you wish to move. Clicking on the red corners moves you at 45 degrees.

Shifted arrow keys will move the screen to the extremes of the board.

If no movement occurs you are at that extreme of the board.

If you have a printer connected and you have changed the SYSTEM-CONFIGURATION file on the JOKER XWORD disk to suit your printer (it comes set up for a Commodore MPS 1000 printer) then you can touch Alt-P while making new words and the crossword will be printed out. If you touch Alt-P when in the MAIN MENU after having completed a game the last crossword will be printed out along with the lists of words each player has added.

BETTING AND ACCOUNTS SYSTEM

The JOKER XWORD game includes a betting and accounting system that is password protected. To open the betting and accounts system you select (4) NEW PLAYER on the MAIN MENU and enter XWORD as the NEW PLAYER name. You can lock this again by typing the # character.

While the password is not entered you may play the game without being offered the betting options. This is suitable if gambling is not desired for any reason or when children play the game.

If for any reason a game is interrupted you can recall the game details only up to the last completed game. You are able to restore the last saved game by entering the word LOAD in the NEW PLAYER option while there are no current players.

The betting and accounting system works in a way that resembles a general ledger. The positive and negative balances always add up to zero (if certain conditions arise, the system has to divide amongst players and round the balances out to the nearest cent and this can put the balances out by a cent or two) and no money need change hands until a player leaves the game. The system will then figure out that player's status and report the transactions that will balance accounts. If the leaving player has a positive balance, the system will divide the amount owing to the leaving player amongst all players that have negative balances, equally.

This may seem unfair as negative balances may differ, however, as each player concerned is debited the same amount at that point, the existing ratios are maintained and any further difference will be settled as remaining players leave. The same applies to any amount owing which is then divided amongst players with positive balances equally.

If you are using the gambling feature of this game, make sure that (8) and (9) options are activated on the MAIN MENU. When a player leaves, use option (5) PLAYER LEAVES and the system will calculate the transaction required to balance the accounts.

JOKER SOFTWARE takes no responsibility for the use made of the gambling facility provided in the JOKER XWORD game.

It is up to you to check out the legality of any serious gambling in your state and country.

However, no monies need change hands here. It is always fun to watch the "potential" wins, using them to keep a score of the evening's games.

The default BET is \$1.00, so that the accounts can track the overall game.

PASSWORD

As mentioned before, the original password supplied with the game is XWORD.

To change your password select (4) NEW PLAYER and enter the current password followed by a greater than sign ">" followed by the new password. Avoid the use of peoples names as a password. This could cause conflict should a similar name be required for a player.

REMEMBER YOUR PASSWORD WELL, or you may lock yourself out of the betting facility. JOKER SOFTWARE or its distributors take no responsibility for lost or forgotten passwords.

HELP

Help us help you. We will keep creating polished software for your entertainment as long as we can make a living from our efforts. Please do not supply illegal copies of this game to anyone! This will help us help you.

BACKUP

Yes! It is legal to make copies for your own personal backup purposes! We recommend that you make one or two copies for this purpose only!

CREDITS

JOKER POKER conception and programming - Wolfgang Flatow

Graphics- Wolfgang Flatow, Jenny Flatow

A special thanks to Jenny who has provided me with artistic and logistic support throughout the creation of this program.

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